

# SONIC

## THE COMIC

£1.20 • No 92  
10 DECEMBER 1996  
EVERY FORTNIGHT

**STC3**  
Archives

UK's OFFICIAL SEGA COMIC

AT FULL  
**BLAST!**



**NEW  
STORY**

**HEAD  
IN THE  
CLOUDS!**

**SONIC 3  
Q ZONE -  
HOW TO BEAT THE  
BOSSES!**

**SATURN REVIEWS -  
DISCWORLD!  
VIRTUA FIGHTER KIDS!**

**GRABBER BADNIK  
PIN-UP!**

**PLUS DECAP ATTACK, CAPTAIN PLUNDER & MORE!**



# CONTROL ZONE



Hey, Boomers,

STC's almost in festive mode, but before we count-down to Crimbo, allow me to reveal what's in this issue...

Sonic and Charmy Bee find themselves under attack by Vesper and his Wasp Marauders in the final part of The Hive.

Proctor Speckle is causing Captain Plunder major grief since going overboard in Shanghaied.

Doctor Robotnik is still scheming to launch more trouble in Head in the Clouds, and mad Mick C McTosis produces another shock for Decap Attack fans in The Legend of Mr Cuddle Bunny.

Plus, there's the usual goodies, including two Saturn reviews, the Sonic 3 Q Zone reaches the 'How to beat the bad Boss' stage, and last but not least, there's a Grabber Badnik Pin-up!

See you all in a fortnight Boomers, when STC orbits into a festive-type atmosphere.

*Megadroid*

## COOL PATCH COMPO WINNERS!

The following 80 Boomers, as hand picked by Megadroid, completed the saying which was sent to tease you back in STC B1's Cool Patch Compo...

"A stitch in time saves nine".

Stephen Bell, Glasgow, Scotland.  
Andrew Bolton, Glasgow, Scotland.  
Alex Belverstone, South Ockendon, Essex.  
Nick Bench, Heytham, Lancashire.  
Scott Bond, Salcombe, Devon.  
Jason Bruce, Scarborough, N. Yorkshire.  
Neal Brundson, Basingstoke, Hants.  
Andrew Burton, Banstead, Surrey.  
Paul Byers, Giron, Ayrshire, Scotland.  
Grace Callaghan, East Kilbride, Scotland.  
Adam Coshin, Milton Keynes.  
Sam Clang, Bolton.  
Robert Cooper, Belfast, N. Ireland.

Aran Dason, Canterbury, Kent.  
Scott Davison, Totton, Hants.  
Harry Dawson, Dereham, Norfolk.  
Martin Delahunty, Mullinavat, Co. Kilkenny, Rep of Ireland.  
Andrew Di Francesco, Accrington, Lancs.  
Thomas Dodd, Marston Mortlake, Bedford.  
Shona Donovan, Dunfries, Scotland.  
Sean Downey, Glasgow, Scotland.  
Christopher Eaves, Newcastle, Staffs.  
Simon Fielding, Glossop, Derbyshire.  
Alasdair Ferguson, Renfrew, Scotland.  
Gerard Foley, Kinsale, Co. Cork, Rep of Ireland.  
Adam Franklin, Edmonton, London.  
Emma Goodman, Carlisle, Cumbria.  
Richard Goodyear, Wrexham, Wales.  
Andrew Gordon, Nuneaton, Warwickshire.  
David Gray, Edinburgh, Scotland.  
Alistair Green, Cheshire, Cheshire.  
Michael Hart, Morris Green, Liverpool.  
Elise Harrison, Weymouth, Dorset.  
Philip Heckles, Seaham, Co. Durham.  
Matthew Holmes, Christchurch, Dorset.

Craig Herman, Kingsway, Bath.  
Kyle Hobbs, Anstey-Holights, Leicester.  
Kyle Jeffs, Stoke, Coventry.  
Robbie Jenkins, Moseley, Birmingham.  
Matthew Lewis, Ludlow, Shropshire.  
Luke Littleboy, Stowmarket, Suffolk.  
Todd Marsh, Cheltenham, Gloucester.  
Daniel Martin, London.  
Michael Mason, Hyde, Cheshire.  
Patrick Masters, Copnor, Portsmouth.  
Riccardo Milla, Glasgow, Scotland.  
David Mitchell, Deeside, N. Wales.  
Martin Moore, Irvine, Ayrshire, Scotland.  
Adam Nicholson, Colgrave, Notts.  
Oliver Paine, Saxmundham, Suffolk.  
Amy Patterson, Brandon, Durham.  
Daniel Pitts, Grays, Essex.  
Mark Plant, Plymouth, Devon.  
Kyle Rae, Anfield, Liverpool.  
Carl Ramshaw, Bedlington, Northumberland.  
Christopher Remwell, Farnworth, Bolton.  
Mark Read, Norwich.  
Gary Rivers, Wells, Somerset.  
Shawn Roberts, Stoke-on-Trent, Staffs.  
Andrew Robinson, Rainham, Essex.

John Sadler, Longframlington, Northumberland.  
Graham Simpson, Worksop, Notts.  
Glen Smith, Harlow, Essex.  
Samuel Smith, Rayleigh, Essex.  
Brian Spence, Kinross, Scotland.  
Philip Stocks, Arkley, Werts.  
Matthew Strong, Exeter, Devon.  
Philip Taylor, Congresbury, Somerset.  
Sam Taylor, Fraserburgh, Scotland.  
Simon Tebb, Barrow-in-Furness, Cumbria.  
Oliver Vale, Finton, West Sussex.  
Thomas Wake, Bassett, Southampton.  
James Walker, Leeds, Yorkshire.  
Alex Wheelton, Blackpool, Lancashire.  
Benjamin White, Templecombe, Somerset.  
Greg Wilson, Glasgow, Scotland.  
William Windsor, Sheffield, S. Yorkshire.  
James Womack, Newton Abbot, Devon.  
James Younger, Throckley, Newcastle upon Tyne.  
Alexander Zapalowski, Derby.

Well done to the aforementioned who each win a Sonic 2 Jacket Patch.

# SEGA

COMPILED BY  
ChartTrack  
© ELSPA

↑ up/down RE/NEW entry ● non mover

## MEGA DRIVE

- 1 ↑ ROAD RASH 2
- 2 ↑ DESERT STRIKE
- 3 NEW LOTUS TURBO CHALLENGE
- 4 ↓ FIFA SOCCER '96
- 5 ↑ TOY STORY
- 6 ↓ MICRO MACHINES 2
- 7 ↓ SONIC AND KNUCKLES
- 8 ↓ WORMS
- 9 ↓ BRIAN LARA CRICKET '96
- 10 NEW DISNEY COLLECTION

## SATURN

- 1 ↑ EXHUMED
- 2 ↓ NIGHTS
- 3 ↑ ATHLETE KINGS
- 4 ↓ ALIEN TRILOGY
- 5 ● DESTRUCTION DERBY
- 6 ● SEGA RALLY
- 7 ↑ VIRTUA FIGHTER 2
- 8 NEW SPACE HULK VOTEA
- 9 ↓ VIRTUA COP
- 10 RE FIFA SOCCER '96

## MEGA-CD

- 1 ● BRUTAL: PAWS OF FURY
- 2 ↑ TOMCAT ALLEY
- 3 ↑ SOULSTAR
- 4 RE ROAD AVENGER
- 5 RE SILPHEED
- 6 RE SONIC CD
- 7 RE POWERMONGER
- 8 ↓ B.C. RACERS
- 9 ↓ THUNDERHAWK
- 10 ● EARTHWORM JIM

## GAME GEAR

- 1 RE MICRO MACHINES 2
- 2 RE DYNAMITE HEADDY
- 3 ● SONIC THE HEDGEHOG
- 4 ↓ COLUMNS
- 5 RE ECCO 2: THE TIDES OF TIME
- 6 ↓ THE LION KING
- 7 RE TAZ-MANIA: ESCAPE FROM MARS
- 8 ↓ SONIC THE HEDGEHOG 2
- 9 RE SONIC: TRIPLE TROUBLE
- 10 ↓ STAR TREK: GENERATIONS

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- FEATURES EDITOR: Audrey Wong
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- COVER ART: Carl Fillet
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

Published every other Wednesday by Egmont Fleetway Ltd., 25/31 Tavistock Place, London WC1H 9PJ.  
Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in England by  
BPC Magazines (Colchester) Ltd., a member of The British Printing Company Ltd. Covers printed by  
Spotlightweld Ballantyne Printers Ltd., Colchester. Origination by Pre-Press Services Ltd., Leeds. Copyright  
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Road, Marbury, London SW14 4BN. Tel: 0181 679 1899 (Customer Services). Advertising: Tel: 0171 344  
4411. ISSN 0949-3047.



# SONIC THE HEDGEHOG

## The Hive

Part 2

Script: NIGEL KITCHING  
Art: ROBERTO CORONA  
Colouring: STEVE WHITE  
Lettering: TOM FRAME

CHARMY BEE HAS BEEN CALLED BACK TO THE HIVE TO FACE HIS MOTHER, THE QUEEN.

BUT BEFORE THE QUEEN CAN FINISH TELLING OFF HER SON...

YOUR MAJESTY, IT'S VESPER AND HIS WASP MARAUDERS... THEY'RE ATTACKING THE HIVE!

ATTACK!  
ATTACK!

NOW WE'VE CAUGHT THEM OFF-GUARD. NOTHING CAN STOP US FROM INVADING THE HIVE!

THE INCREDIBLE WEALTH OF THE BEES WILL SOON BELONG TO ME!

I'LL BE THE RICHEST PERSON IN THE SPECIAL ZONE!



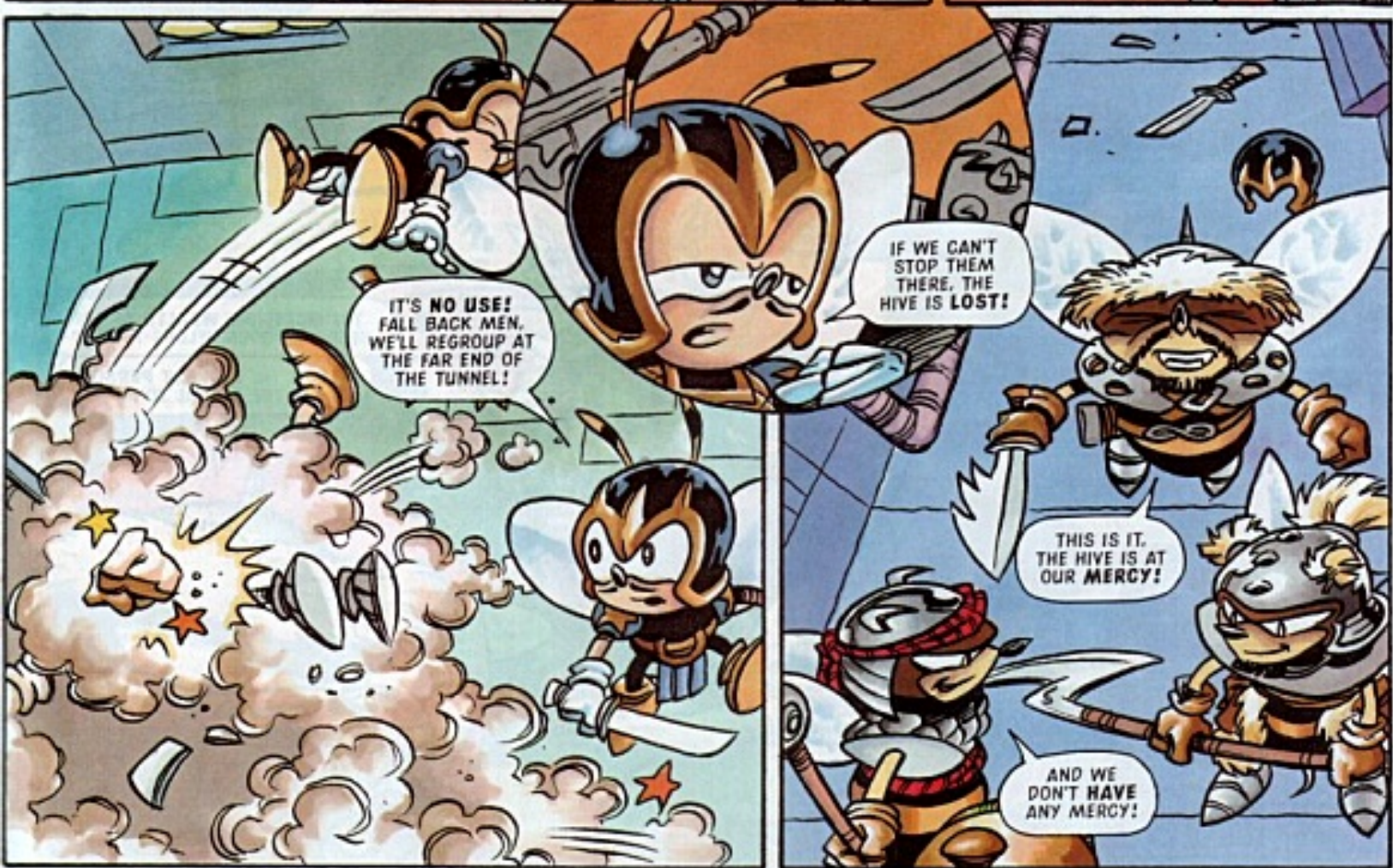


IT'S HOPELESS.  
THERE ARE TOO  
MANY OF THEM!

FIGHT ON!  
IT'S OUR DUTY  
TO PROTECT THE  
HIVE!



FOOLS, YOU BEES  
ARE NO MATCH FOR THE  
WASP MARAUDERS!



IT'S NO USE!  
FALL BACK MEN.  
WE'LL REGROUP AT  
THE FAR END OF  
THE TUNNEL!

IF WE CAN'T  
STOP THEM  
THERE,  
THE HIVE IS LOST!

THIS IS IT.  
THE HIVE IS AT  
OUR MERCY!

AND WE  
DON'T HAVE  
ANY MERCY!



YOUR MAJESTY,  
I BRING GRAVE NEWS  
FROM THE BATTLE!

TELL ME  
THE WORST,  
CAPTAIN!

THE WASPS ARE  
INSIDE THE HIVE!

WE ARE HOLDING THE MAIN WASP  
ARMY AT BAY, BUT VESPER AND A  
FEW OF HIS MEN HAVE ALREADY  
BROKEN THROUGH!

YOUR  
MAJESTY,  
YOU MUST  
LEAVE...  
AT ONCE!

LEAVE  
THE HIVE?  
NEVER!

HE'S RIGHT...  
THIS IS THE FIRST  
PLACE VESPER WILL  
HEAD FOR!

TOO LATE, QUEENIE...  
THE HIVE HAS A  
NEW RULER!

VESPER, HERE IN  
THE THRONE ROOM.  
UNTHINKABLE!

THERE'S NOTHING WE  
CAN DO, JUST LOOK AT THE  
WEAPONS THEY HAVE...  
OH DIDDLY-DEARY ME!

WEAPONS?

















YAAAAAA!

AAAAAAACH!



SEAL THAT TUNNEL OFF BEFORE THE WASPS HAVE A CHANCE TO REGROUP!

YOU BET, SONIC! THOSE WASPS WON'T CATCH US OFF-GUARD A SECOND TIME!



AND SO, ONCE THE HIVE HAS BEEN MADE SECURE...

WELL, YOUR MAJESTY, IT'S BEEN FUN BUT I THINK I SHOULD BE RUNNING ALONG NOW!

COME BACK WHENEVER YOU WISH, SONIC. YOU WILL ALWAYS BE WELCOME IN THE HIVE!

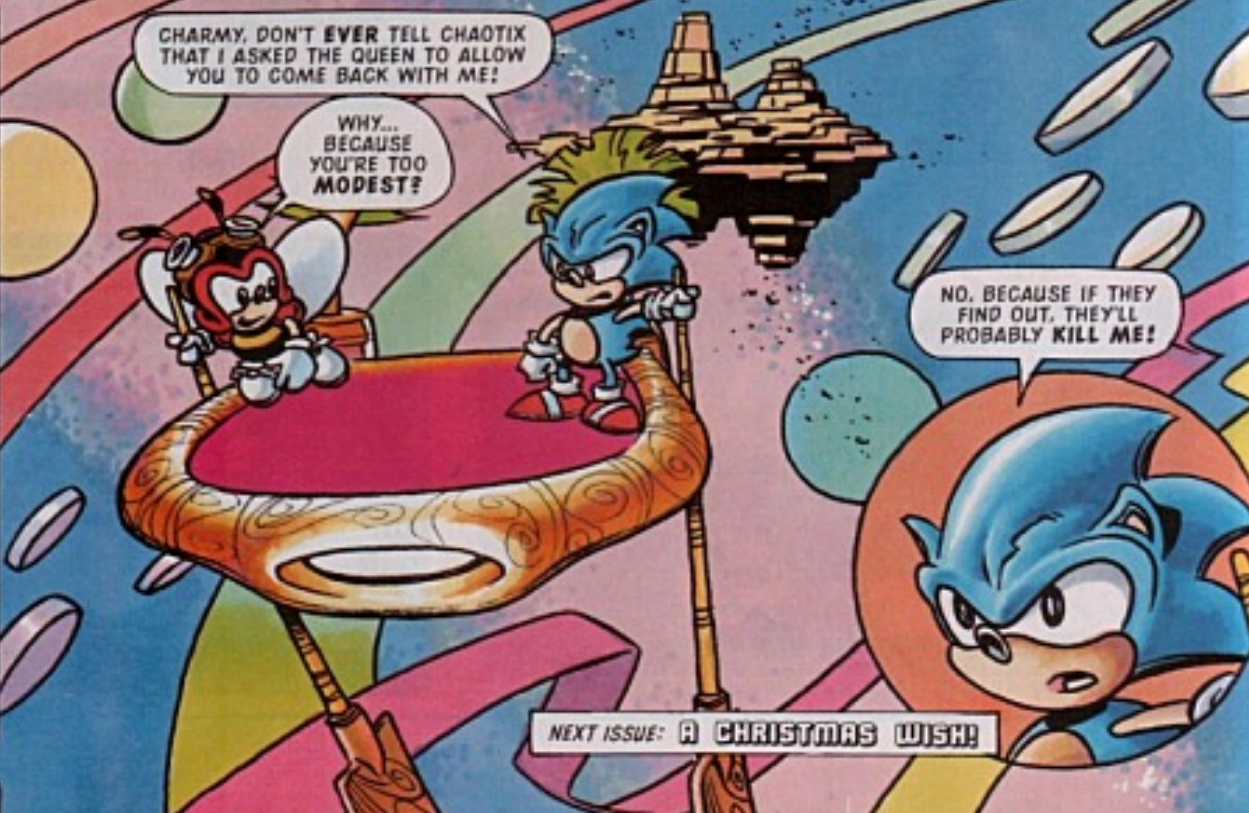


AND YOU, MY BOY, WILL STAY HERE AND CARRY OUT YOUR PRINCELY DUTIES!

MOM, YOU KNOW THE TRADITION THAT SAYS IF AN OUTSIDER SAVES THE HIVE, HE MAY ASK FOR WHATEVER HE WANTS?



HE'S RIGHT, THAT IS THE LAW, YOUR MAJESTY!



CHARMY, DON'T EVER TELL CHAOTIX THAT I ASKED THE QUEEN TO ALLOW YOU TO COME BACK WITH ME!

WHY... BECAUSE YOU'RE TOO MODEST?

NO, BECAUSE IF THEY FIND OUT, THEY'LL PROBABLY KILL ME!

NEXT ISSUE: A CHRISTMAS WISH!



# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM  
UNDER 40 = YAWNsville

40-70 = NORMALSville  
70-80 = FUN CITY

80-90 = BIG TIME CITY  
OVER 90 = MEGA CITY

## DISCWORLD

Reviewed by Chris Jones.



SATURN

GAME TYPE: **ADVENTURE**  
PLAYERS: **1**

PUBLISHER: **PSYGNOSIS**  
PRICE: **£39.99**

RELEASE DATE: **OUT NOW**  
AGE SUITABILITY: **ALL**

A cosmic turtle, giant dragons, warlocks, wizards and a walking suitcase! These mystical and weird characters come straight from the far out imagination of writer, Terry Pratchett. The quirky, off beat characters that fill the pages of *Discworld's* series of books have a huge following, and now they've been brought to life for your Sega Saturn.

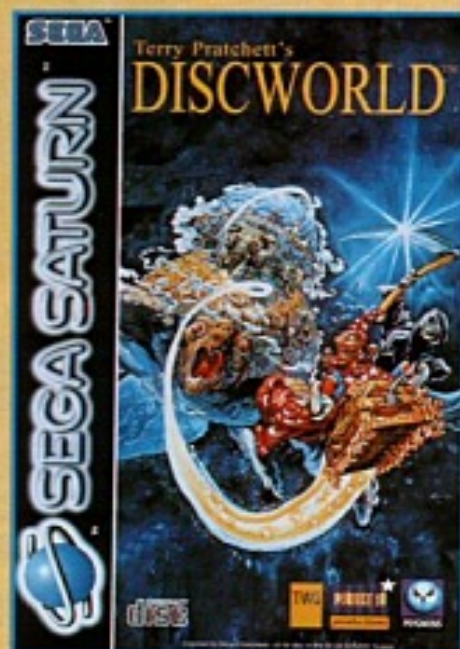
*Discworld* is the first licensed adventure game for the Saturn system. It follows the point and click format like the famous adventure game, *Monkey Island*.

The game takes place in a sealed dome universe which is balanced on the back of a cosmic turtle! You take the role of Rincewind, an apprentice wizard from the so-called Unseen University in the city of Ankh-Morpak. All you have to do is save the city from a giant dragon. However, your quest is not an easy one as there are puzzles and riddles to solve.

The game is spread over four Acts with each one presenting many problems that need to be conquered. For instance, how do you get the staff or get hold of the gold tooth from the Dunnyman? To complete this game you need to interact with a lot of different characters, such as a chimney sweep, a thief, a fishmonger and a fool. These characters have familiar voices in that famous actors have supplied them; Tony Robinson (*Blackadder's* Baldrick) and Eric Idle of Monty Python (ask a hume-oldie) fame are

just two that I recognised.

The graphics on *Discworld* are good but nothing spectacular. If you like point and click



adventures then you will be satisfied with the gameplay. Some of the puzzles need patience and deep thought to solve, but the humorous characters make it easier not to get frustrated with this type of game. It's a good adventure yarn with equally good animation

and speech effects. If you like adventures it will certainly keep you busy.

### FINAL COUNTDOWN

#### RAVES

Great for  
adventure  
game lovers.



GRAPHICS **86**

SOUND **87**

#### GRAVES

Frustratingly  
slow.  
A problem for  
beginners.



PLAYABILITY **82**

OVERALL **85**



# VIRTUA FIGHTER KIDS

Reviewed by Chris Jones.



SATURN

GAME TYPE: BEAT 'EM-UP  
PLAYERS: 1-2

PUBLISHER: SEGA  
PRICE: £29.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: ALL



*Virtua Fighter* was the game that helped launch the Saturn. This ace fighting game produced a sequel in *Virtua Fighter 2*, which also shot out of the shops super fast. Now, a young upstart of a game looks set to steal the fighting crown on the Saturn and it is quite literally the younger sibling of these two games.

*Virtua Fighter Kids* comes from the same programming team that brought you the first two games, but it comes with a twist. Using the same three button Guard-Punch-Kick fighting system developed for instinctive gameplay, you get to fight with - kids! These fighters have huge heads but are just as deadly, just as aggressive and just as fun to fight with.

The programmers have made the game 20% faster as well as adding extra features including new music, new sets and excellent-victory celebrations.



For example, when Jeffry McWild a pint sized bearded bad man is either selected to fight or wins a contest, his eyes well up with tears! Jeffry is just one of the ace new VFK characters. Others include, Shun Di who fights like a drunk Kung-Fu master, and Kagamaru, the deadly Ninja with a wicked head-butt drop attack.

The game contains loads



of information on each fighter and because of their gigantic heads, their fighting style has been tweaked accordingly. This 'big-headed factor' affects the balance of each fighter, so their combos must be put together with this in mind.

*Virtua Fighter Kids* really kicks, its graphics and animation are original and detailed and the gameplay is excellent, improving on previous VF games. This packs a punch that's as big as the heads!

## FINAL COUNTDOWN

### RAVES

Those kicks  
are fast as  
lightning!



GRAPHICS 95

SOUND 85

### GRAVES

I'm still  
looking!



PLAYABILITY 95

OVERALL 95



# CAPTAIN Plunder SHANGHAIED

Part 2

Script: NIGEL KITCHING & RICHARD ELSON  
Art: RICHARD ELSON Lettering: ELITTA FELL

WHEN CAPTAIN PLUNDER'S PRESS GANG CAPTURED PROCTOR SPECKLE, THEY GOT MORE THAN THEY BARGAINED FOR!

HEY,  
SPECKLE'S BACK  
... BUT HE SEEMS  
DIFFERENT  
SOMEHOW...

YOU  
IDIOT, SIMPSON,  
HE'S TURNED INTO  
SOME KIND OF  
MONSTER!

\* BY DRINKING HIS  
TRANSFORMING  
SERUM - Megadroid.

ATTACK,  
YA SCURVY SWABS!  
SHOW HIM WHY CAPTAIN  
PLUNDER'S PIRATES ARE  
THE MOST FEARED ON  
THE HIGH SEAS!

YOU  
TOO, FILCH, YA  
COWARDLY  
SEA SLUG!

BUT, CAP'N,  
IT'S LIKE I KEEP TELLIN'  
EE. I'M A GHOST, YOU KILLED  
ME YOURSELF!









I WAS JUST  
TENDERISING THE  
BLIGHTER!



SHOW  
ME TO YER GALLEY,  
CAPTAIN. LET'S GRILL  
THIS FISH BEFORE IT  
STARTS SMELLIN' AS  
BAD AS PROCTOR  
SPECKLE!



HOLD ON...  
I THOUGHT YOU  
WERE PROCTOR  
SPECKLE?

DON'T  
CALL ME THAT!  
I'M MR FRY, YOU  
UNDERSTAND  
...FRY... FRY...  
**FRY!**

PIPE  
DOWN MATEY...  
I DO ALL THE  
SHOUTING ON  
THIS SHIP!



DON'T MIND  
THE CAPTAIN, HE'S JUST  
IN ONE OF HIS SILLY OLD  
MOODS!

C'MON  
BIG GUY, LET'S  
COOK!











# Decap Attack

THE LEGEND OF MR CUDDLE BUNNY

SCRIPT:  
NIGEL KITCHING  
& RICHARD RAYNER

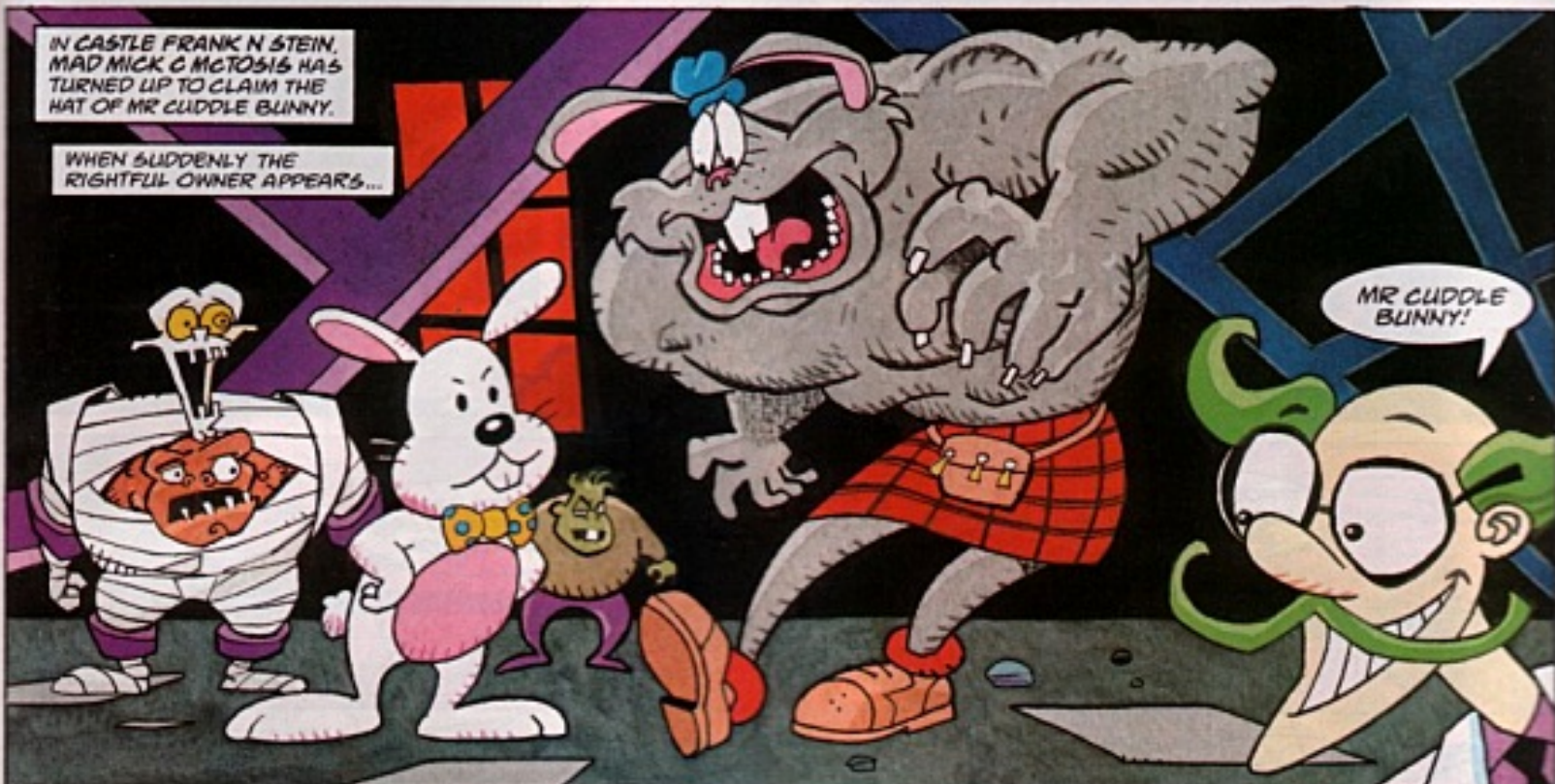
ART:  
NIGEL KITCHING

LETTERING:  
ELLIE DEVILLE

Part 2

IN CASTLE FRANK N STEIN,  
MAD MICK O MCTOSIS HAS  
TURNED UP TO CLAIM THE  
HAT OF MR CUDDLE BUNNY.

WHEN SUDDENLY THE  
RIGHTFUL OWNER APPEARS...



MR CUDDLE  
BUNNY!

I'VE NEVER KNOWN SUCH  
NAUGHTY BEHAVIOUR.  
I'LL MAKE A NICE CUP  
OF COCOA, THEN WE CAN  
SIT DOWN AND TALK ABOUT  
THIS LIKE SENSIBLE  
BUNNIES.



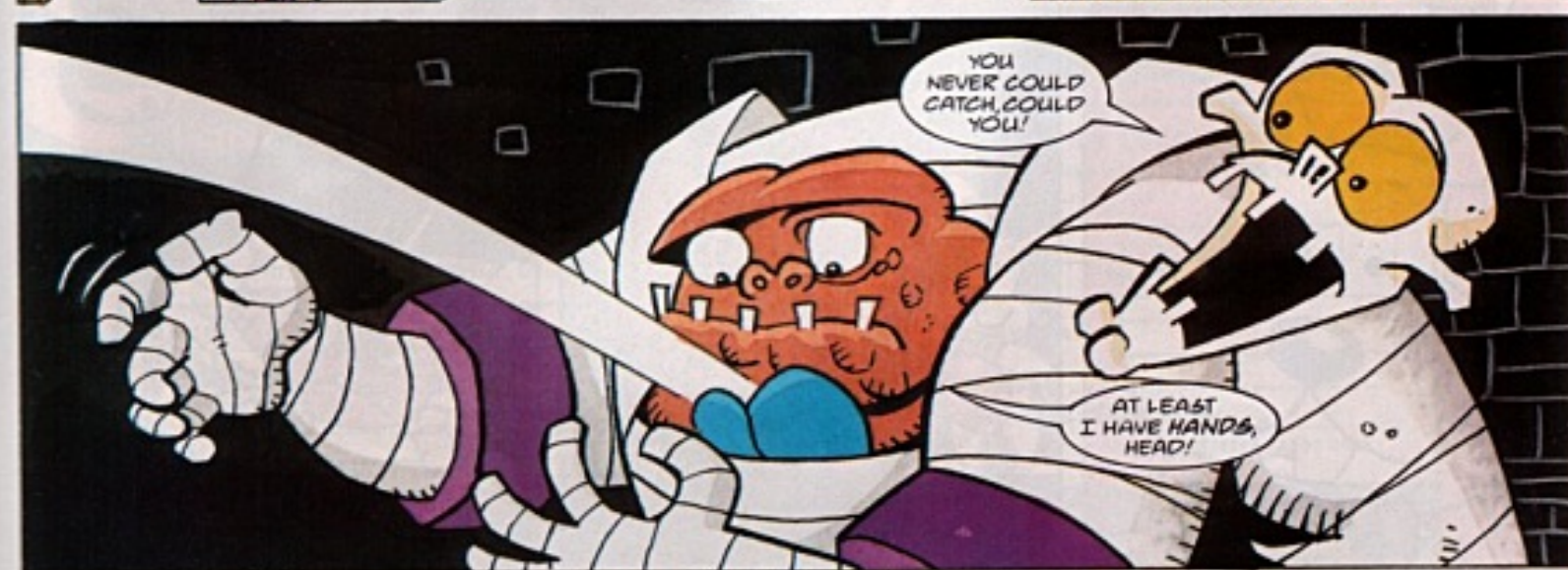
OCH NO!  
KEEP AWAY... I  
CANNAE ABIDE THAE  
MILKY DRINKS!



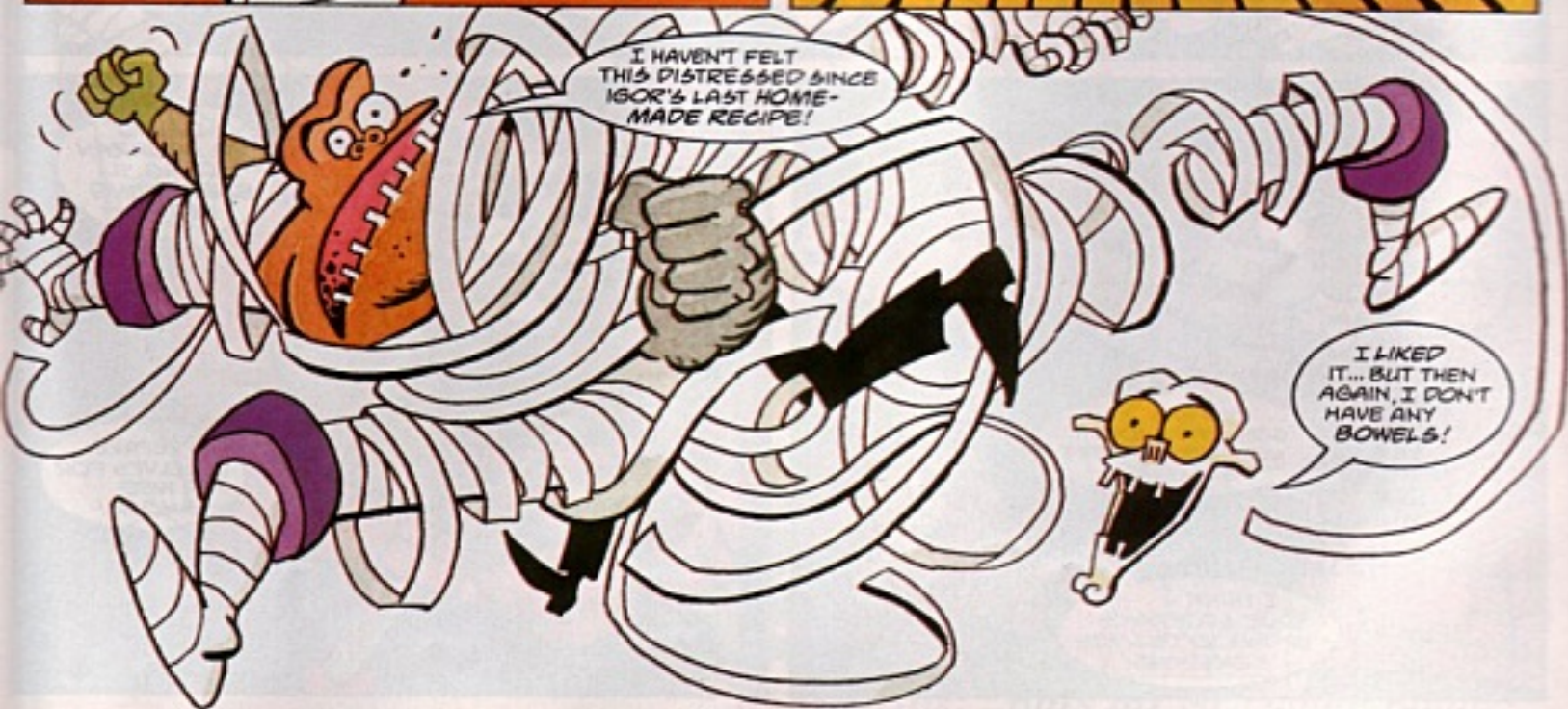
STOP HIM!  
WHOEVER WEARS DER  
HAT, INHERITS DER CUDDLE  
BUNNY FORTUNE!



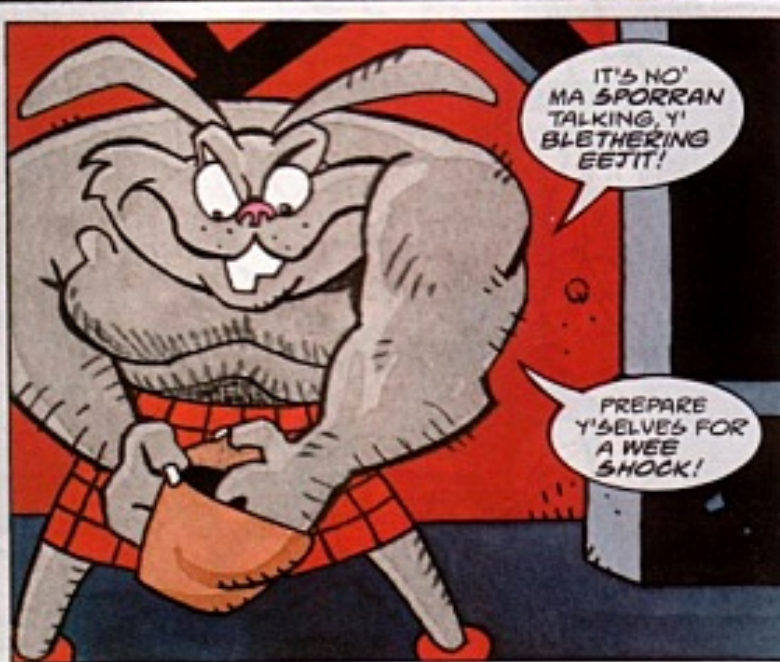
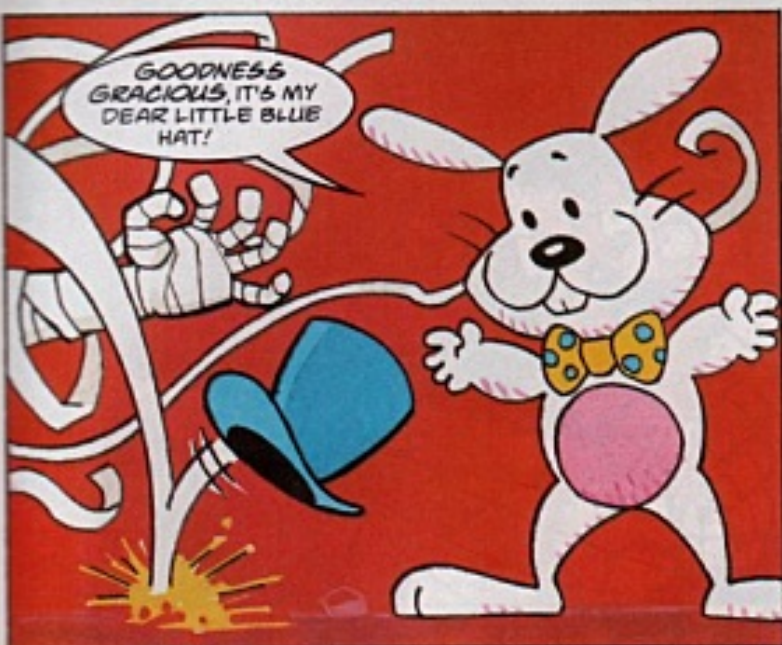
















**NEXT ISSUE:** "Hats off Mr Cuddle Bunny!"





# ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

STC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.

**BOOMER ALERT**



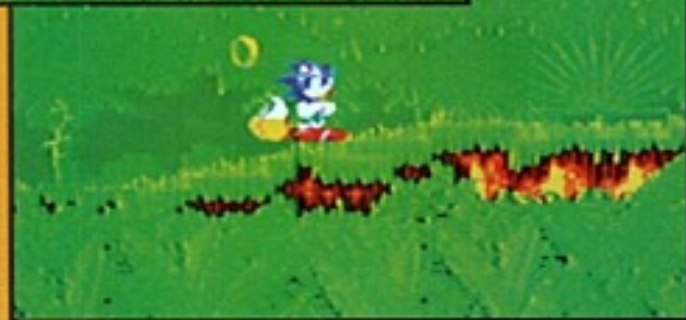
## SONIC THE HEDGEHOG 3 Revisited



MEGA DRIVE

### THE BOSSES

#### ANGEL ISLAND ZONE



#### ACT 1 DOCTOR ROBOTNIK'S FLAME CRAFT

- Robotnik will appear from behind the waterfall at the far right side of the screen. Make Sonic Spin Attack the craft then quickly back off to the far right. Robotnik will drop a bomb on the bridge causing it to collapse - so make sure Sonic isn't standing on it!







- Robotnik will disappear back into the waterfall and materialise to the far right behind the screen of water. To get him to materialise directly above you, stand approximately four inches from the edge of the ledge at the far right side.

## ACT 2

### DOCTOR ROBOTNIK'S FLAME CRAFT

- As soon as Robotnik appears, jump up and hit him, quickly go left before he releases a fire bomb, then jump Sonic upper right and hit Robotnik's deadly machine again. Be careful as he disappears because Sonic could go flying through Robotnik and fall into the waterfall at the far right.
- He will then move over to the left.
- Once more, move to a position about four inches from the far left side of the ledge and wait. When Robotnik appears, jump up then quickly go right. As soon as he releases another bomb, leap up and left to hit him and when you land, jump to hit him again.



- He will disappear behind the water and go across to the right.
- Again, move Sonic to the right edge and repeat the above mentioned moves. After hitting Robotnik three more times his machine will finally blow up.
- A bridge appears to the right and Sonic's furry friends appear from above in Robotnik's prison chamber which floats down. Hit the bottom of it to release them.
- If you should lose a life and have to restart, ensure you grab the extra life by the Rhinobot on the way back to Robotnik.
- Once Sonic has freed his pals, move him onto the bridge.



Next issue: How to drench those Hydrocity bosses!



THE PLACE: CITADEL ROBOTNIK IN THE METROPOLIS ZONE!  
THE TIME: TWO MONTHS AGO - WHEN DOCTOR ROBOTNIK  
FIRST HEARD THAT SONIC WAS TRAPPED IN THE SPECIAL  
ZONE...

NOOOO!  
HOW COULD LIFE BE  
SO UNFAIR?

I ALWAYS HAVE  
THE BEARER OF BAD  
NEWS TURNED INTO A  
BADNIK! TROOPER!  
TAKE THE MONKEY  
WRETCH AWAY!

EEK!

I DON'T UNDERSTAND!  
I THOUGHT YOU'D BE  
PLEASED THAT SONIC  
IS NO LONGER ON  
PLANET MOBIUS!

I AM PLEASED... BUT I'M ALSO  
ANGRY BECAUSE I WASN'T THE  
ONE WHO GOT RID OF HIM!

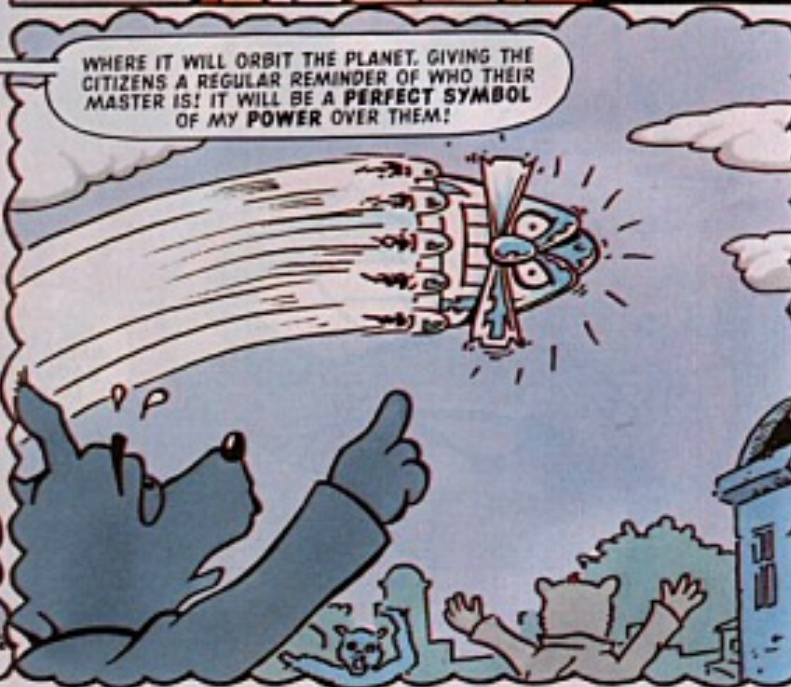
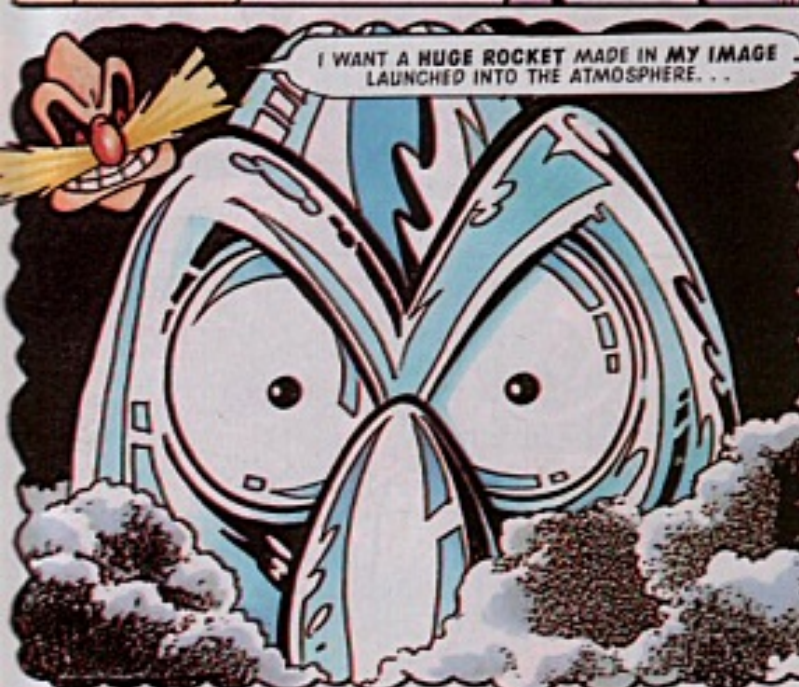
SONIC'S WORLD

# HEAD IN THE CLOUDS

COMPLETE  
STORY

Script: LEW STRINGER Art: ROBERTO CORONA  
Colouring: STEVE WHITE Lettering: TOM FRAME







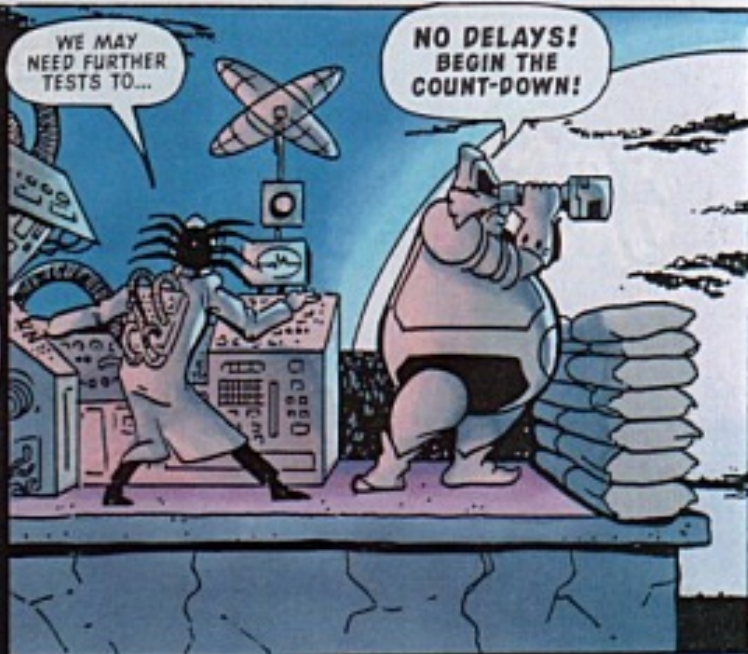
EXACTLY TWO MONTHS LATER...

EGGSELENT,  
GRIMER! PREPARE  
TO LAUNCH IT!



WE MAY  
NEED FURTHER  
TESTS TO...

NO DELAYS!  
BEGIN THE  
COUNT-DOWN!



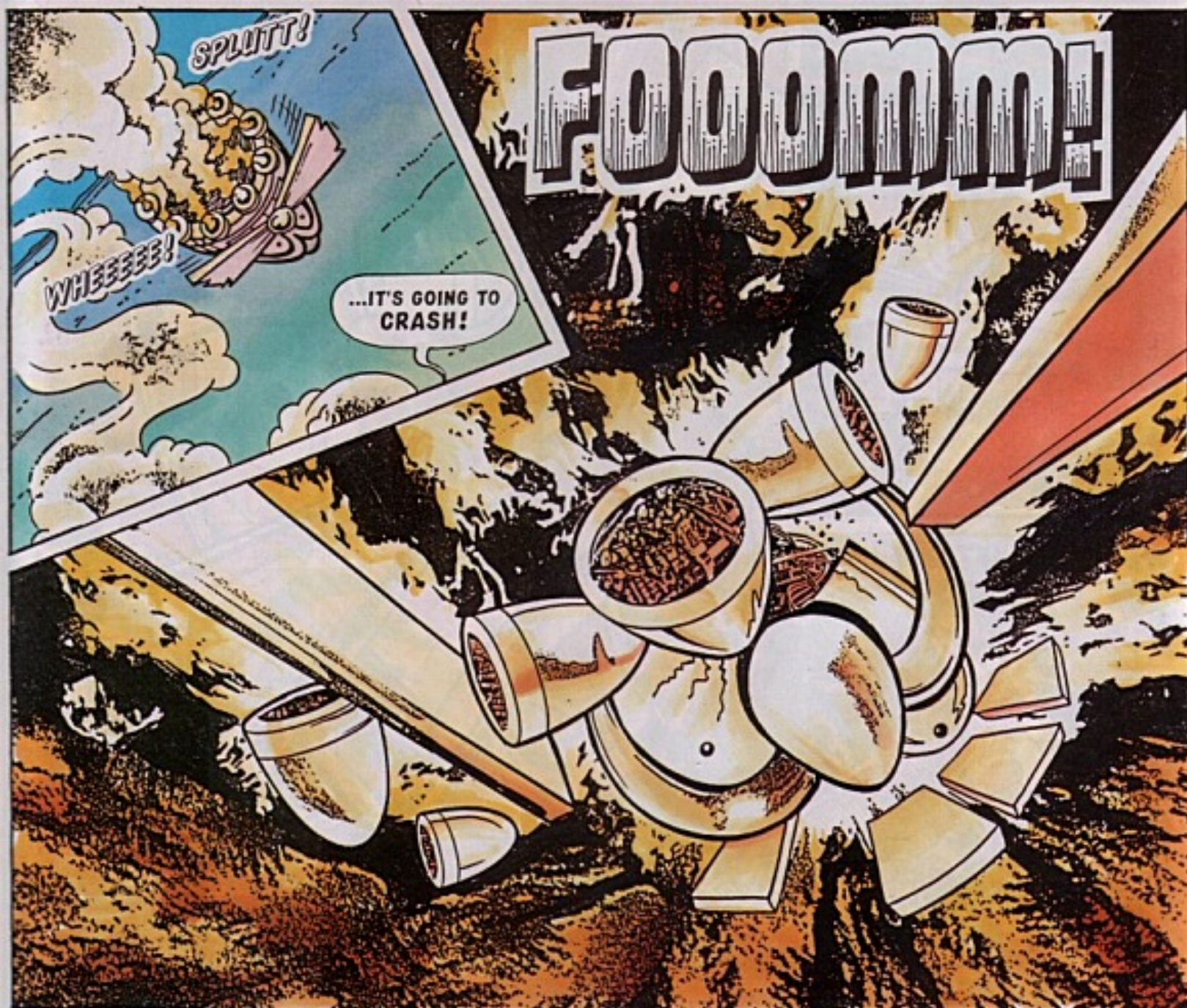
5...4...3...2...1...



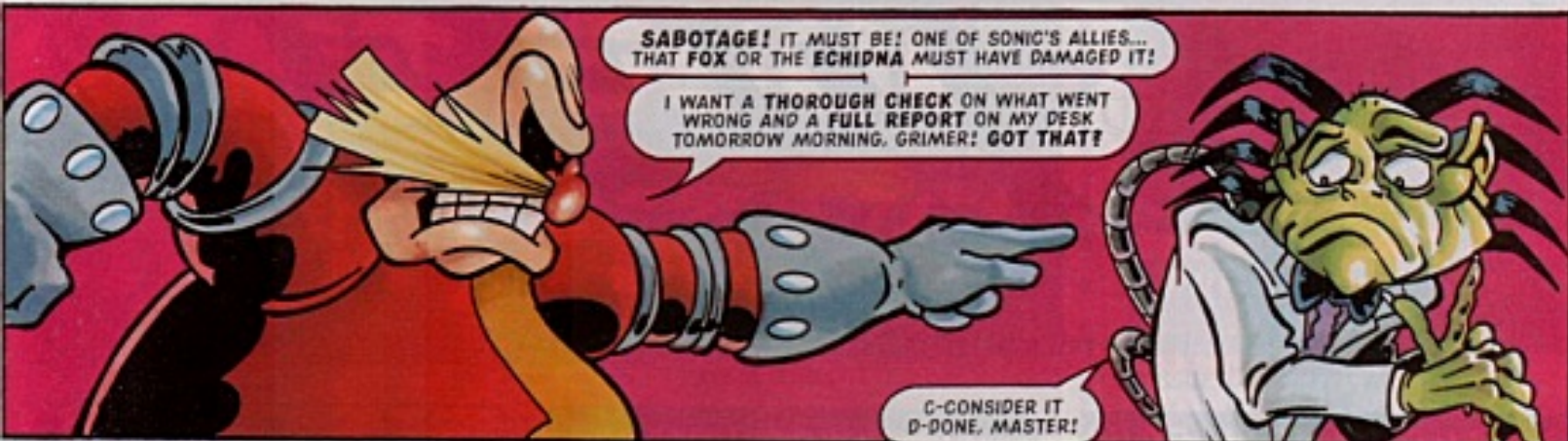
WE HAVE LIFT OFF!













# SPEED LINES

EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.  
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

## ON THE BANDWAGON!

Dear Megadroid,

Hope you like my drawing of the Mobian versions of my favourite bands (see below). These include The Smashing Badniks from the Smashing Pumpkins, and Super Spin Attack from Massive Attack.

Chris Newton, Patchway, Bristol.  
Sega Mega Hog Tag Winner.



What a hip Boomer you are, Chris (the humes around here are so old they even remember Siouxsie and the Badniks!).



EVERYTHING PRINTED IN  
SPEEDLINES WINS A  
SENSATIONAL  
SEGA MEGA HOG TAG!



## ELSON'S COLUMN!

Dear STC,

I thought I'd let you know that Amy is my favourite character and Richard Elson is my favourite comic artist. I really admire his drawings which sparked off my interest in comic strips - they have also inspired me to become a comic artist too.

Sara Adamson, Lanarkshire,  
Scotland.

Sonic & Knuckles Hog Tag Winner.



You're in danger of making an old man very happy, Sara!



Send your e-mail  
messages to:

[stc@egmont.co.uk](mailto:stc@egmont.co.uk)

Be sure to include your snail mail (postal)  
address if you want to win a prize!



## UNEASY RIDERS!

Dear Megadroid,

How much does Segaworld cost and does it have rides for people who get sick easily? Steven Neale, Loughborough, Leic. MD owner.

Sega Mega Hog Tag Winner.



Entry to the world's largest indoor theme park (see STC 79), will cost £9.00 for you

Steven, and £12.00 for adult-humes. Discounts are available for group bookings of 15 people or more if booked in advance.



# NEXT ISSUE THINK FESTIVE!

**NEW  
SONIC  
STORY**

**CHRISTMAS  
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